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Aztec: The Curse in the Heart of the City of Gold

Aztec: The Curse in the Heart of the City of Gold (French: ***Aztec: Malédiction au cœur de la cité d'or***, also known as ***The Sacred Amulet*** in North America) is a 1999 adventure game designed for Windows, PlayStation and iOS. It was developed by and published by Cryo Interactive (ported to the PS1 by Tek 5) and licensed by Wanadoo Edition.

Aztec: The Curse in the Heart of the City of Gold

Developers	Cryo Interactive Tek 5 (PS1)
Publishers	EU: Cryo Interactive NA: DreamCatcher Interactive WW: Microids (iOS)
Director	Luc Lefebvre
Designer	Romane Sarfati
Platforms	Windows, PlayStation, iOS
Release	EU: November 1999 NA: April 2000 EU: September 2000 (PS1) WW: September 2012 (iOS)
Genre	Adventure
Mode	Single-player

Plot

A young Aztec huntsman from the village of Atoyac (near Tenochtitlan), named "Little Serpent", is out hunting when he sees a nobleman, mortally wounded by the otomi warrior "Mountain Head". The dying nobleman gives him an ornate necklace and utters the name *Tlatli*. Little Serpent is accused of the murder. After learning that his parents have been taken away and the land is affected by a strange disease, Little Serpent searches for the poet in Tlatelolco. With Mountain Head in pursuit, he infiltrates Moctezuma's palace. He has a limited time to find the nature of the disease before his parents are sacrificed. Finding a link to several necklaces, Little Serpent enters the temple of the Ceremonial Center, where a nobleman and priestess are shown to be responsible for the disease, trying to overthrow the emperor. The leader of this cult is "Black Flower", who eventually forces Little Serpent to poison the water or drink the poison himself. He escapes and eventually makes his way back to his village. He is arrested and about to be sacrified, but is saved thanks to a bracelet he got from a beggar. Little Serpent and his family are given an official pardon and Little Serpent himself becomes a nobleman.

Reception

Reception

Aggregate score	
Aggregator	**Score**
GameRankings	68%[1]
Review score	
Publication	**Score**
Jeuxvideo.com	17/20[2]

References

1. "*Aztec: The Curse in the Heart of the City of Gold* (PC) reviews at GameRankings" (http://www.gamerankings.com/pc/577655-the-sacred-amulet/index.html). GameRankings. Archived (https://web.archive.org/web/20150910035301/http://www.gamerankings.com/pc/577655-the-sacred-amulet/index.html) from the original on September 10, 2015. Retrieved September 17, 2017.
2. Mélo. "Tests; *Aztec: Malédiction au Coeur de la "Cité d'Or"*" (https://web.archive.org/web/20041212093738/http://www.jeuxvideo.com/articles/0000/00000122_test.htm). *Jeuxvideo.com*. Archived from the original (http://www.jeuxvideo.com:80/articles/0000/00000122_test.htm) on 2004-12-12. Retrieved 2018-08-22.

External links

- Official website (https://web.archive.org/web/20001016004114/http://www.cryo-interactive.com/V1.0/aztec/aztec.htm) (archived)
- *Aztec: The Curse in the Heart of the City of Gold* (https://www.mobygames.com/game//sacred-amulet) at MobyGames

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